HOW TO PLAY

MISSION: IMPOSSIBLE™

NES-U4-USA★

ULTRA® GAMES

ULTRA SOFTWARE CORPORATION LIMITED WARRANTY

Ultra Software Corporation warrants to the original purchaser of this Ultra software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ultra software program is sold "as is" without express or implied warranty of any kind, and Ultra is not liable for any losses or damages of any kind resulting from use of this program. Ultra agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Ultra software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ultra software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ULTRA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ULTRA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ULTRA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

ULTRA Software Corporation
900 Deerfield Parkway,
Buffalo Grove, IL 60089-4510,
(708) 215-5111

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

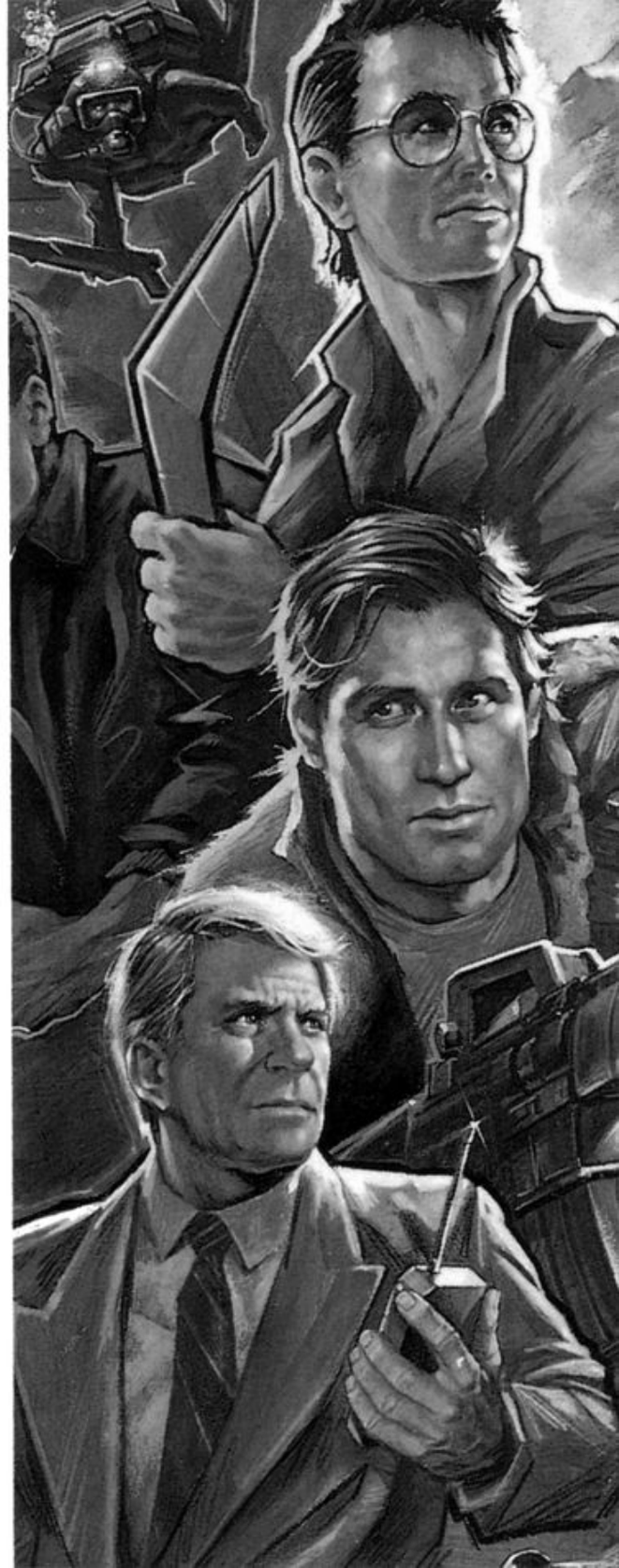
Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic version of Mission: Impossible™ for the Nintendo Entertainment System. We suggest that you read the following instructions thoroughly before embarking on your daring rescue mission.

TABLE OF CONTENTS

INTRODUCTION/HOW TO PLAY 4
YOUR AGENTS 6
CONTROLLING YOUR MISSION 8
TO SCROLL OR NOT TO SCROLL 9
PASSWORD SCREEN/HOW TO CONTINUE 10
STAYIN' ALIVE 11
LEVELS OF RESCUE 12
THINGS TO LOOK OUT FOR 14
FACE TO FACE WITH THE ENEMY 16
TAKING CARE OF YOUR GAME 18



DO YOU DARE ACCEPT THIS MISSION???

Not since the cheesy Limberger Case has a kidnapping attracted as much attention as the abduction of Doctor "O." It seems this world-acclaimed genius behind the U.S. military defense system was enjoying the breakfast of braincells (powdered eggs and grape juice), when he and his fetching secretary, Shannon, were mercilessly snatched by the Sinister Seven.

Unknown to the Sinister Seven is the startling fact that Shannon—although a very able stenographer—is really an agent from the Impossible Mission Force (IMF), assigned to protect the good Doctor. Using all her skill and cunning, she has managed to send a secret code cluing you in on where they're being held.

But before you and your team of special agents start high-fiving each other, you'll have to go hand-to-hand with scum like Slash Stiletto and Jean Claude Killer. And you must slink your way through six murderous mazes, from underground warfare off the coast of Cyprus to hand grenade ski runs in the Swiss Alps. Also included in these killer mazes are untold numbers of Espionage Zones!

Before you yodel "Uncle," remember that you have control of three different spy identities—Max, Grant and Nicholas. Each has special talents up his sleeve (like quick-change disguises and remote control bombs) which you'll need to stay alive amid the acid flames, poisonous gas chambers and much, much more!

So go ahead, Jimbo. Put your life on the line and accept this seemingly impossible mission. Or else the good Doctor will be tortured into spilling the top-secret beans about the U.S. military defense system (meaning you can watch the planet go up in a mushroom-shaped puff of smoke a week from Tuesday).

HOW TO PLAY (YES, EVEN SECRET AGENTS HAVE RULES)

Your mission is to rescue Dr. O and Shannon from the grubby clutches of the Sinister Seven as quickly as possible. Then you must discover the motive behind the kidnapping and prevent these international terrorists from executing their diabolical plan.

As you fight your way through each area, you must obtain information and vital ID cards. If you lose your way or get caught without an ID card, not only will you lose a member of your team, you'll lose a little confidence. HINT: Captured prisoners can be helpful here.

During this mission a good sense of direction is only half the battle. Because acid flames, raw

sewage, scorching steam, high voltage electricity and poison gas will block your progress at every turn. You must also have sense enough to keep both eyes peeled for special switches that will turn off bodily-harm devices (like bone-crushing walls).

Now for the good news. There are three agents—Max, Grant and Nicholas—that you can choose from and use according to the situation at hand. Each is equipped with two types of weapons which can be interchanged according to the surroundings. After sizing up your predicament you must choose the right agent with the right talent.

Your agent's Life Gauge decreases each time he is hit by enemy bullets or caught in a trap. An agent is knocked out of the game when the Life Gauge runs out or when he is hit by a car, falls into water, or tumbles into a hidden pit or gorge.

After an agent is dusted, the next agent in line (from left to right) will enter the game. (NOTE: The agents are shown at the bottom right of the screen.) However, if you make it all the way through one area successfully, the knocked-out agents will rejoin your forces at the beginning of the next area.

If all three agents are knocked out of the game, you and your IMF team are finished. But you can still redeem yourself by choosing the Continue Mode (see page 10 for details) to start over from the beginning of the area where your last agent perished.

Oh, by the way...if you begin feeling like a laboratory rat winding through the six maddening mazes, remember you could have JUST SAID NO to this mission! Luckily for the world, you're a big, strong agent who thrives on these dangers...right?...I said right?!

CROSS AT THE GREEN, NOT IN BETWEEN (A NOTE ON PEDESTRIANS)

In the first stage of area 1 (the street), there are some pedestrians who will *not* attack your agents. They are ordinary citizens, so ignore their shopping spree. If one of your agents gets overzealous and attacks one of these jaywalkers, the police helicopter will detain your agent and he'll be out of action until you make it to the next area.

Note: The only time you should blast one of these little old enemies is if they shout and start chasing you with their Uzi Umbrellas.

GETTING TO KNOW YOUR TEAM OF SPECIAL AGENTS

You'd better get to know these guys like the back of your hand. They're your eyes, your ears and most importantly your trigger finger. Each of these agents has an A and B weapon which he specializes in. As an IMF member, it's your duty to memorize each agent's attack methods.

Max "Ride Like the Wind" Harte

Max is very quick and athletic. However, in this mission, he's forced to wear heavy protective gear which slows him to a turtle's pace.

His Type A weapon is a rifle. His Type B arsenal consists of 10 remote control cluster bombs. Press the B Button once to set the bombs, and then once more to explode them.

Grant "The Gazelle" Collier

The Gazelle is an electronics and engineering wiz who dropped out of the Electrical Engineering Institute for the Deprived. Grant turned his considerable electronics talent against the forces of evil by joining the IMF last spring. He is the fastest of the three agents.

He prefers duking it out, so his Type A weapon is a fist. His Type B weapons are 10 sleeping gas bombs that put the enemy into a deep slumber for a limited period of time (unfortunately, they don't work on everyone). Press the B Button to set the bombs, and then once more to release their sleep inducing sominexide gas.

Nicholas "Hide the Shakespeare" Black

Nicholas is a drama teacher who also happens to be a master of voice and facial disguises. During an audition in college he twisted an ankle and is now forced to saunter painstakingly (that's Thespian slang for walk slowly).

A native Australian, Nick prefers a boomerang for his Type A weapon. His Type B weapon is not a weapon at all, but a set of disguises that can be used up to 5 times. When he's incognito, enemies cannot identify him for a limited period of time.

Jim "Please Don't Call Me Digger" Phelps

Jimbo is the leader of the IMF team. He organizes the team for this mission, plots their attacks and sends the team on their way. He also has a major crush on Shannon, whom he will fight for with all of his (and his team's) might.

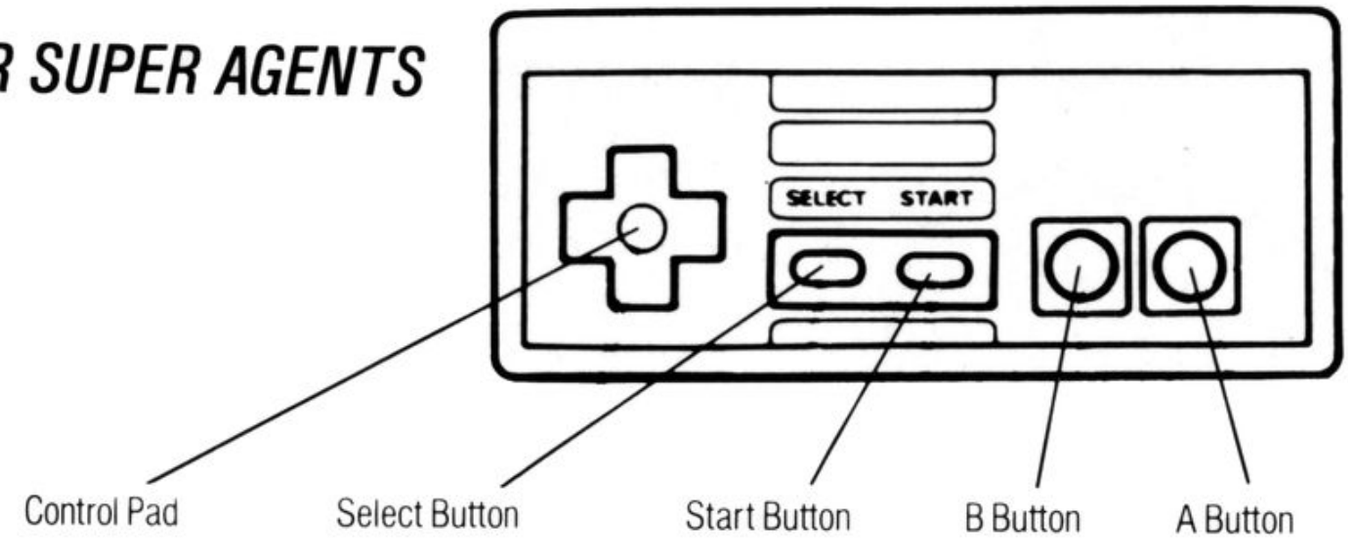
Shannon "Quasar Search" Reed

Shannon is the IMF's newest team member. She is a beautiful former pentathlete and police woman with a background in broadcasting. On this assignment she posed as Dr. O's personal secretary, but, well, you know the rest...

A WORD ABOUT THE MYSTERIOUS DR. O

The Doctor O is known throughout the world for his astounding intellect and eccentricities. He had just finished programming the newest military defense system when he was so rudely interrupted at breakfast (a meal he never skips, because as a doctor he knows how important it is to start the day with lots of fiber, vitamins and caffeine).

CONTROLLING YOUR SUPER AGENTS



IN THE BEGINNING...

During the opening demonstration, push either the Start Button or the Select Button to advance to the title screen. Use the Select Button to choose Start or Continue. Press the Start Button and the game will begin.

Once the game has begun, use the Control Pad to move your agents. Press the A Button to attack with your Type A weapons. You can also use your A Button to cancel the conversation windows you encounter. But be careful what you erase; the information may be vital. Use the B Button to attack with Type B weapons. (Remember, there are limits to the number of Type B weapons available at any given time.)

NOTE: In area 2 (The Canals of Venice) you'll control a Killcraft speedboat. The weapon on deck is the Bass Master Cannon. Press the A Button to fire away. In area 5 (The Alpine War Zone) your agent will be equipped with specially made IMF ski poles. Press the A Button to attack left. Press the B Button to attack right.

During stairway scenes, you can use your Control Pad or your A and B Buttons to climb or descend.

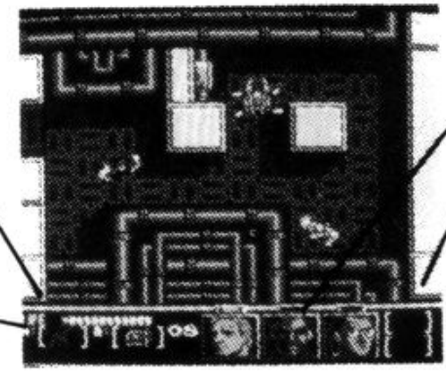
HOW TO CHANGE YOUR IDENTITY

Hit the Start Button to pause the game in mid-action. While the game is paused, move the Control Pad Left or Right to change your agents (in the normal scroll areas only). After you have selected your agent, push the Start Button to resume the mission.

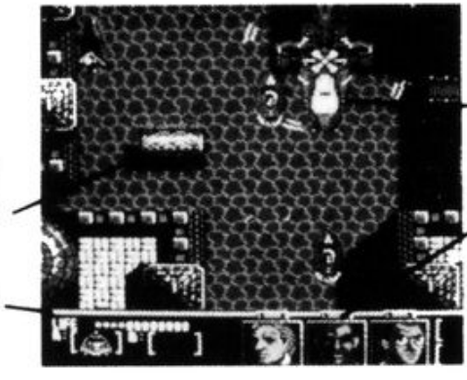
TO SCROLL OR NOT TO SCROLL

This game is made up of six areas, with areas 1 and 6 consisting of two stages. Normal scrolling (where you can change your agents depending on the situation) occurs in areas 1, 3, 4 and 6. Auto scrolling is when all three of your agents are in the game at the same time. Here, it's all for one, and one for all! It occurs in areas 2 and 5. Remember, once your agents lose their lives, both the game and the world will end.

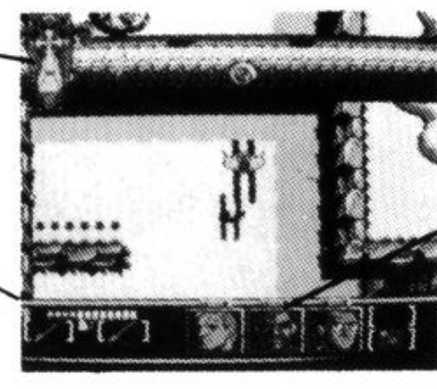
LOOK WHAT'S BEHIND SCREEN 1! (EXAMPLE OF A NORMAL SCROLL SCREEN)



THE SECOND SCREEN IS A REAL GEM! (EXAMPLE OF AN AUTO SCROLL SCREEN...NOT TO BE CONFUSED WITH THE DEAD SEA SCROLL SCREEN.)



NOTHING LIKE A DAY ON THE SLOPES (ANOTHER EXAMPLE OF AN AUTO SCROLL SCREEN)

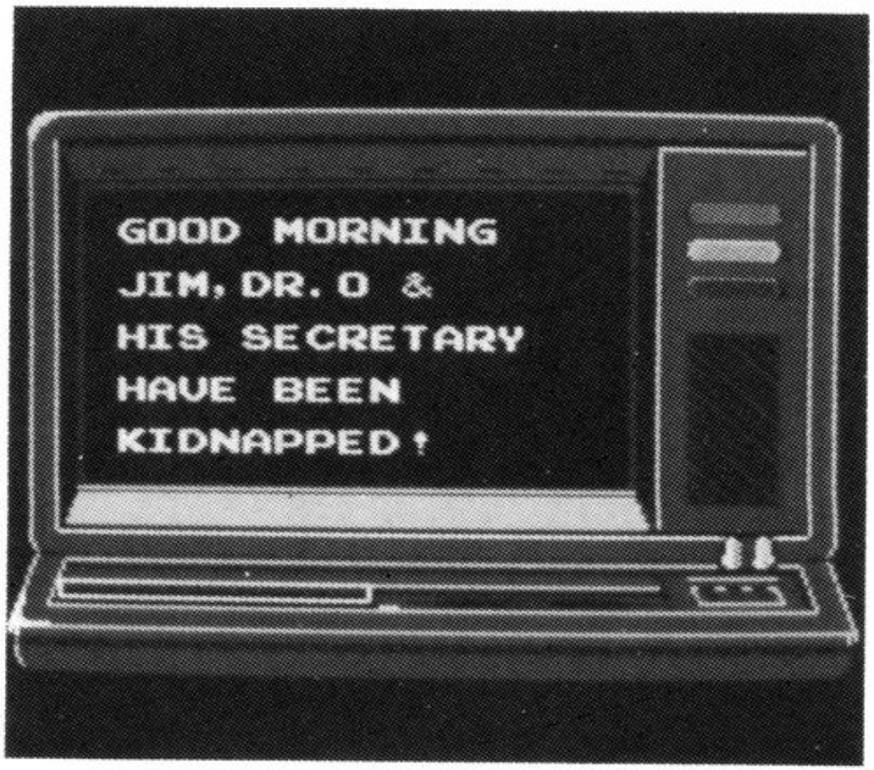


THE PASSWORD SCREEN

To get your secret password code when the game ends, use the Select Button to choose Password and then press the Start Button. The password for the area where the game ended will appear on the screen. The next time you want to begin your mission, choose the Continue Mode from the title screen and enter your password. This will enable you to begin a new mission from the beginning of the area where your last agent perished. (Don't forget to write your password down for safe keeping. That's just common sense for a spy of your caliber.)

HOW TO ENTER YOUR PASSWORD

Move the Control Pad Up and Down to select your password letters. Press the Control Pad Left or Right to move the cursor and change the entry position of each letter. After you have entered your password, press the A Button and your mission will continue from the same area where your last agent perished. If you make a mistake when entering your password, the game will not begin. Press the B Button to return to the title screen...and try, try again.



HOW TO CONTINUE PLAYING

To continue playing after all of your agents are knocked out, use the Select Button when the Game Over screen appears. Choose the Continue Mode and you will start from the beginning of the area where the mission ended. Once you have made your selection, press the Start Button.

STAYIN' ALIVE! STAYIN' ALIVE!

There are certain items you need to continue your mission. They are also important in restoring your agents' Life Gauges.

You can get your hands on these items by frisking captured prisoners of war. You'll also find them in top secret places located throughout your mission.

Personal Identification Cards

ID cards are required to make it through the ID checkpoints in each area.

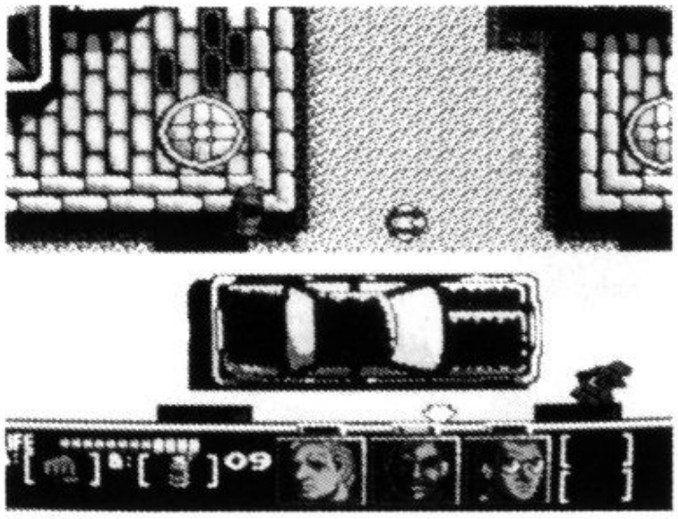
Life Saver

This is helpful in restoring an agent's energy (Life Gauge). Only the Life Gauge of the agent who finds it will be restored.

Secret Attache Case

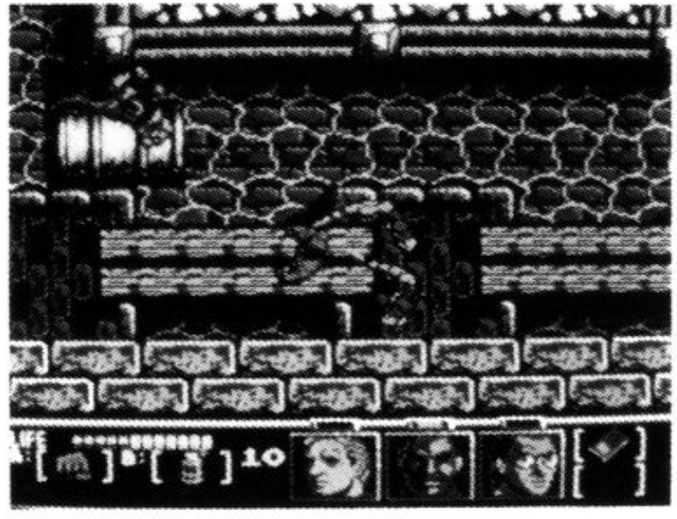
You'll need this to replenish your agent's supply of Type B weapons. Whichever agent finds it will receive its maximum value.

POSSIBLY THE TOUGHEST STAGES OF YOUR LIFE



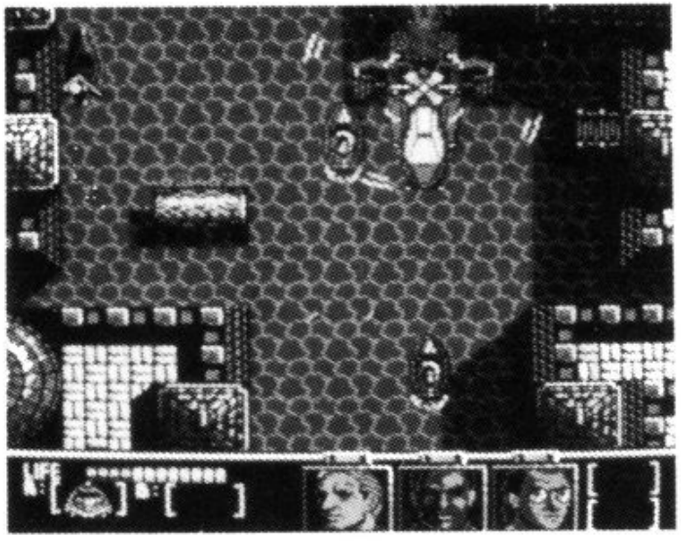
Area 1, Stage 1

The not-so-deserted streets of Moscow. (Watch for white arrows which will direct you to important rooms.)



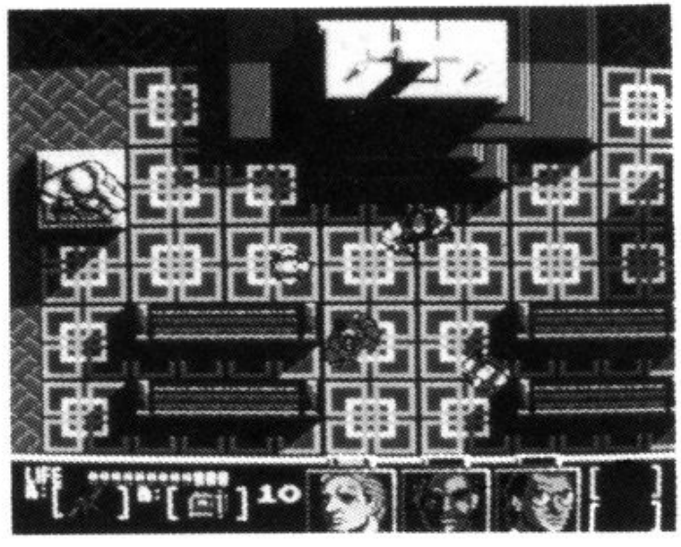
Area 1, Stage 2

Down by the old Joseph Stalin Sewage Treatment Plant (next to Pee-Uski).



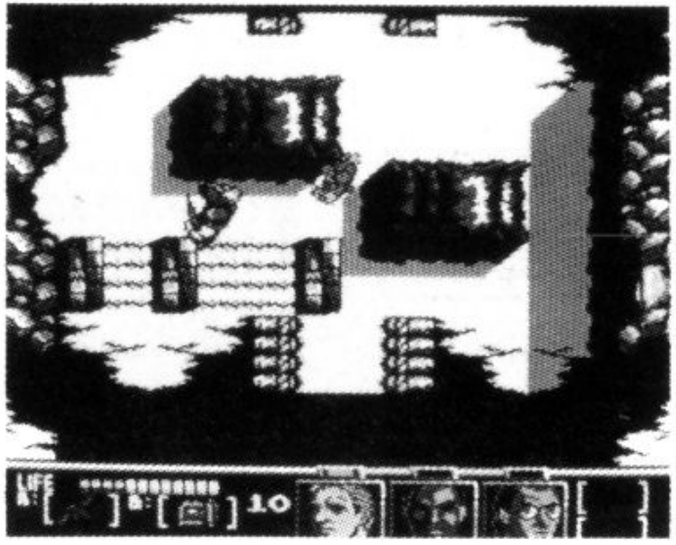
Area 2

The clammy canals of Venice.

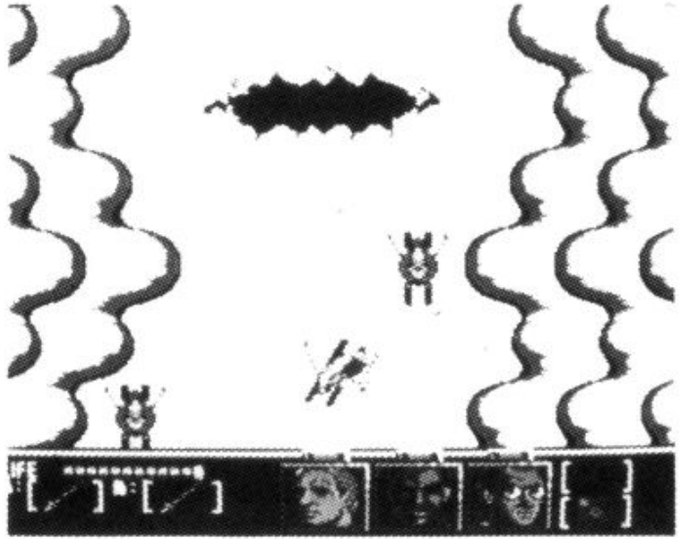


Area 3

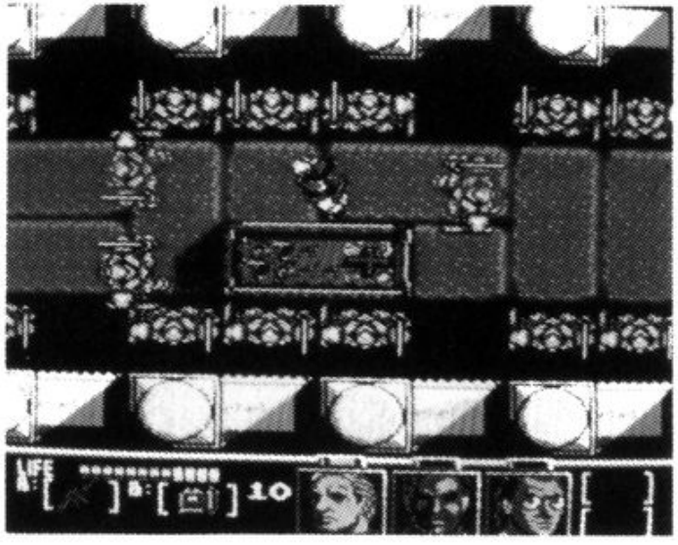
The Syrinx Temples of East Berlin.



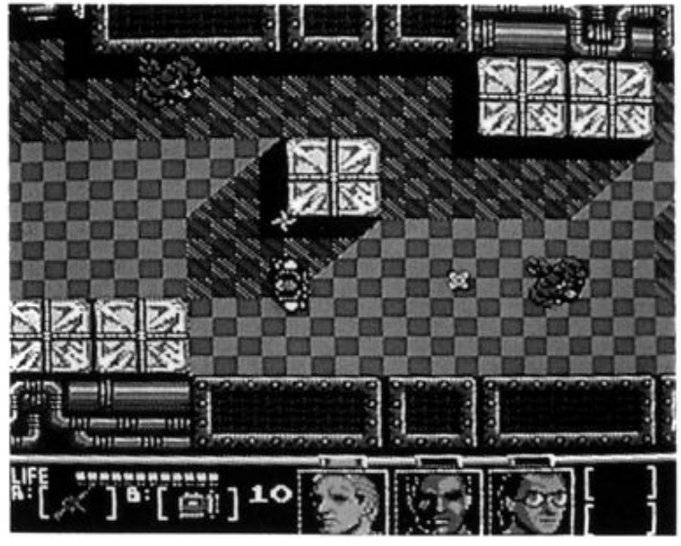
Area 4
The Persian mountain range and prisoner camp (open all year 'round).



Area 5
Those famous Swiss Alps (where the hills are alive with the sound of gunfire).

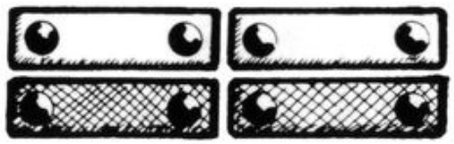


Area 6, Stage 1
Crumball Harbor off the coast of Cyprus.



Area 6, Stage 2
Shooting by the dock of the bay.

JUST A FEW OF THE MANY THINGS TO LOOK OUT FOR

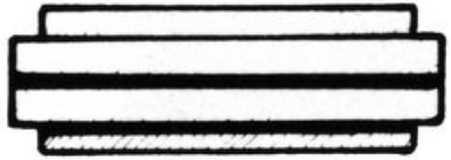


Iron Curtains

There are one-way and two-way gates. Your agent must go through them from the orange colored side.

Checkpoint Charlie

This gate will not open if your agent doesn't have the proper ID card.

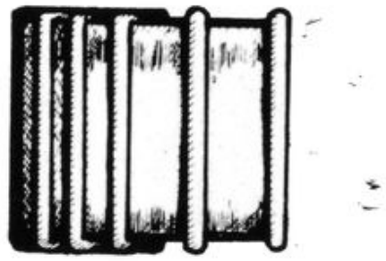


Dialing for Rubles

This gate opens by using a dial. However, your agent won't be able to open it if he doesn't have the necessary electronics skills. Press the Control Pad Up or Down to change the numbers. Then press the Control Pad Right or Left to change the entry position.

Safety Switch

This switch is used for disarming traps and snares. The different types of switches are displayed in the frame at the bottom of the screen.



Breath of Hot Air

A blustery wind blows from this valve, making it nearly impossible to move around.

Poisonous Gas Chamber

Lead your agents into this by accident and they will go mad.

Eye Spy

If an agent is spotted by one of these, a buzzer will sound and he'll be promptly locked up in that room. Then he'll go up against the blood-letting Iron Claw.

New Sensation

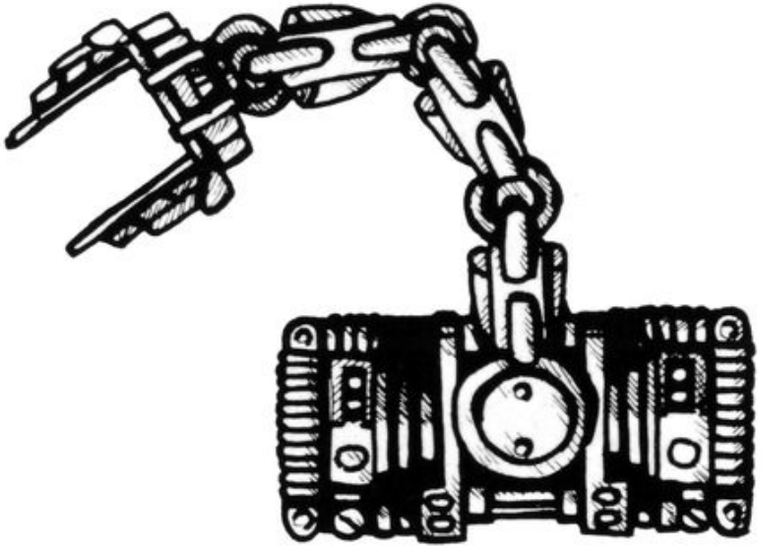
If an agent touches one of these he'll get the same treatment he would for messing with the Eye Spy.

Pressure Cooker

Ever had a steam burn before, Scarecrow? It isn't fun, so avoid at all costs.

Lookout Robot

If an agent is spotted by a Lookout Robot, you'll be in for a scrap heap of trouble. See Eye Spy or New Sensation for a glimpse of your fate.



Robot Warrior

There's no escaping the clutches of a Robot Warrior. Your agent will be promptly captured and knocked out of the game.

Holography Zone

This apparatus projects three-dimensional images. An agent won't be able to move ahead until he disarms this eye sore. (Pretty scary sights. Trust us!)

Hidden Pitfalls

If you lead an agent into a Hidden Pitfall, he'll fall to the floor beneath. If he stumbles into a hole that isn't hidden, he'll be knocked out of the game. (You'll have to see it to believe it!)

FACE TO FACE WITH THE SINISTER SEVEN TERRORIST ORGANIZATION

Neo Knight

Willie
the Water Demon

Slash
Stiletto

The Iron Claw

Fido T. Flamethrower
(AKA: Light 'Em Up Joe)

Guido
the Gondola Gangster

Jorgé Burns

Sigfried
Sniper

Blitz
Blizzardski

Jean Claude
Killer

Pistol Pete
Piranovich

Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plus the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

© 1990 Paramount Pictures. All Rights Reserved.
Mission: Impossible is a Trademark of Paramount Pictures.
Ultra Software Corporation, Authorized User.

Intended solely for home use. Public performance or
broadcast is strictly prohibited.

Ultra® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation.
Underlying Source Code © 1990 Ultra Software Corporation.

Ultra Software Corporation, 900 Deerfield Parkway
Buffalo Grove, IL 60089-4510, (708) 215-5111

Printed in Japan